NES-L3-USA★

BACK TO THE FUTURE II & III™

GAME PAK INSTRUCTIONS

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Nintendo
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ENTERTAINMENT SYSTEM®
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Safety First...

1. Always make sure the power to your NES Control Deck is **TURNED OFF** before inserting or removing the GAME PAK.

2. This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.

3. Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the GAME PAK in its protective case.

4. Don't clean with benzene, paint thinner, alcohol or similar solvents.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

THANKS for choosing LJN's BACK TO THE FUTURE II & III for the Nintendo Entertainment System. Please read this entire manual to get the most enjoyment out of the game.

Here's the Story...

Marty McFly thought all of his troubles were over when he was able to get back from 1955 to 1985 in one piece, but he couldn't have been more wrong. There was some serious trouble in his future, and he was the only one who could fix it. Unfortunately, he also made it possible for Biff Tannen to alter the past and mess up the present. So it's up to you and Marty to return the past, present and future to where they're supposed to be, and hopefully make everything right again. And that's just the beginning...

In the Beginning...

The first half of the game takes place in three different time periods; 1955, 1985 and 2015. Your job is to return 30 objects to their correct time periods and repair the space-time continuum. To do this, you must explore all three time periods and find the special rooms where each of the objects is hidden. After that, you have to place the objects in their correct locations in time and space in the puzzle rooms. Do that, and you can breathe easily again...well almost!

What You See

There are two display panels at the bottom of the screen that will give you important information during the game. The Status Panel is what you see during game play. Press Select, the game will pause and you will see the Object Panel. Press Select again to change back to the Status Panel and resume the game.

Status Panel

This panel keeps you updated on several important levels. It shows number of lives remaining, number of junk food points, amount of nuclear fuel and your score.

Object Panel

This panel shows the number of keys and number of roomsyou've explored, as well as indicating whether you've collected the time machine's remote control, any seed pods or the compass. If you have collected these powerful objects, this panel allows you to call them up and use them.

Life on the Streets

Marty (with you in control) is dropped from the flying time machine in 1985, but not in the 1985 that we know. This is the 1985 that Biff Tannen has changed into his own private kingdom, and nothing is as it should be. Hill Valley is a slum, with burnt-out buildings everywhere. You start out with 10 lives, 0 junk food points, 10 nuclear fuel units and no keys or other items. If you lose all of your lives, you can either continue at that point or start over. If you continue, you'll lose all of your points and the junk food, fuel and key amounts will be reset. Any object or puzzle room that you've solved will remain solved, and any bonus rooms that you've entered will remain closed.

Moving About

Since the game takes place in three time periods, you'll not only have to make your way around through the town, but through time as well.

Through Time...

This is where you get to use the flying sports car time machine to jump from one time period to the next. But watch out, every time you jump between time, you leave a clone of yourself behind. The next time you go back to that period, you may run into that clone that will follow your every move. You can't try to destroy it either; that would be a disaster. You can only try to lure it off of a platform before it touches you. The more times you visit a time period, the more clones you create and the more likely that you'll run into them.

How To Get There

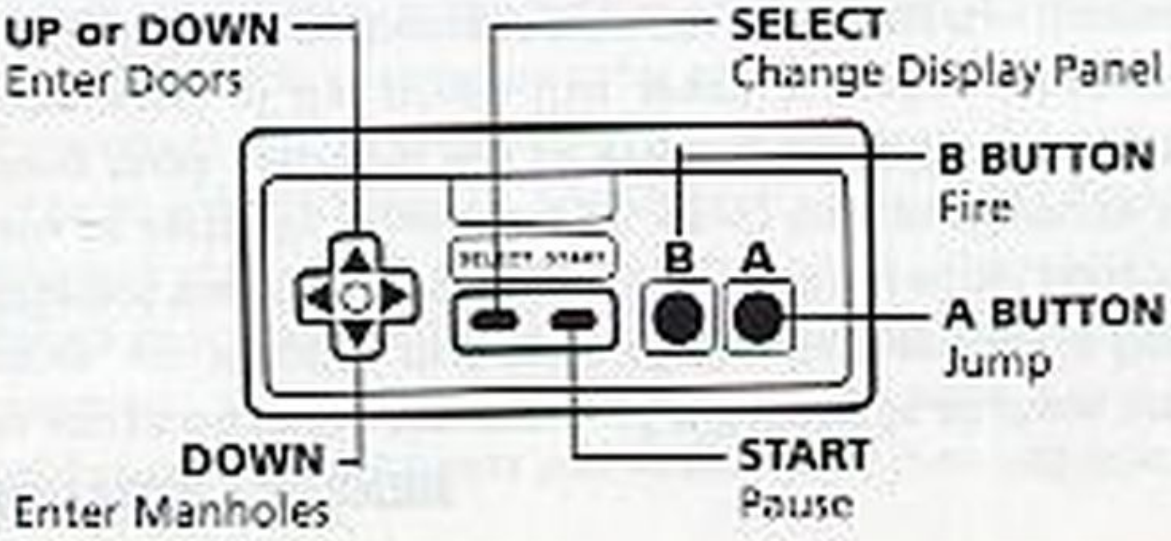
Before you can make that jump through time, you've got to be able to get to the time machine. Luckily, it will come to you if you can find its remote control. Try looking in the drive-in theater. Once you get it, press Select to get the Object Panel display. Use the crosskey to select the remote control and press the A button. When the time machine flies by, jump on it. You will see a control panel that will allow you to choose which time period you want to travel to.

In the Streets...

In each time period, there are 16 streets, some of which are connected by alleyways. These alleyways are marked by archways with an arrow showing which way the alley goes. Some streets have several different alleyways leading to different streets.

In some time periods, there are some streets that aren't connected to any other street (an example of urban planning at its best!). To get to them, you have to do some time travelling to find a time period that you can get the street in. When you do manage to get there, then you have to do another time jump.

You're In Control



Moveable Platforms

As you're exploring the streets of Hill Valley in all three time zones, you'll notice that some of the platforms are a little different than the others. These you can move either horizontally or vertically, depending on which time zone you're in. Using these platforms will be very important for getting to some areas of the streets that aren't accessible otherwise. You'll have to jump between time zones, moving it so that you can get to the areas you need to.

Hoverboards

One way of getting around quickly is on a hoverboard. You will sometimes see one just hovering in place as you walk by. All you have to do is jump on and move either right or left using the control key—you'll move very fast. You'll be invulnerable while you're on it, but unfortunately the ride doesn't go on forever. The board will drop you off after a short time, or you can jump off yourself by pressing Down on the crosskey.

Biff will sometimes fly by on his own hoverboard, and you can knock him off if you time it right and take control of his board! It's not the easiest thing to do, but it's possible and that board can come in pretty handy.

Stuff You'll See

Object Rooms

These are where you have to look to find each of the objects that has been scattered throughout time. You can spot them pretty easily—just look for a door and press Up on the controller when you're standing in front. But that's where it stops being easy. Each of the rooms is a very challenging arcade-style minigame. Only if you complete it in time will you be able to collect the object that is hidden there.

Puzzle Rooms

Once you've collected some of the objects, you can start to try to put them back in their correct places in time. You do that in the Puzzle Rooms which are located in some of the large pipes or under some of the exploding manhole covers. You've got to try them all to see which of them lead to Puzzle Rooms and which will lead nowhere. Once you get into a Puzzle Room, you will see a display at the bottom of the screen showing all of the objects you've collected so far, and at the top is the name of the object that belongs in that particular room. All you've got to do is match them up. Sounds pretty easy, right? Take a close look at the name at the top of the screen. The reason it doesn't look too familiar is because the letters have been scrambled. If you think you know what the word is and it matches one of the objects you've collected, then just select

that object using the cross key and press A. If you were right, the letters will unscramble themselves and you'll be one step closer to finishing. If you guessed wrong, then the object you selected will disappear from your inventory and you'll have to go back to the Object Room that you found it in and solve it all over again.

Bonus Rooms

In some of the other pipes, under some of the other manhole covers and in some of the landmarks on the streets are Bonus Rooms. They allow you to collect extra junk food, fuel and keys. Each room can be opened only once per game, so use them wisely. If you complete the room before time is up, you'll get extra bonus lives.

Creatures 'n' Stuff

As you travel through the streets of Hill Valley, you'll run into all sorts of different creatures and obstacles. You can get rid of most of them by jumping on 'em, but some are stronger than you. Keep away from any bombs, any fish blowing bubbles, or hail falling from the clouds.

Great Things You Can Pick Up

Some of the creatures you meet are holding onto special items that they'll drop if you jump on them. But you've got to grab the items quickly because they'll fall off the edge of the screen. Some of the items will also be scattered throughout the streets as well, but will be in difficult-to-reach places.

Junk Food

There are two bonus items that will give you extra lives; Pizzas and Sodas. Sodas are worth 1 point and "a slice" will get you 10. Collect 100 junk food points and you'll get an extra life.

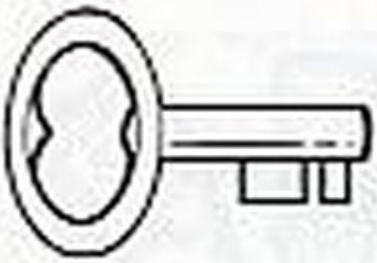
Nuclear Fuel

You need nuclear fuel in order to power your way to different time periods. You need 10 fuel units to go between 1955 and 1985 or between 1985 and 2015, but you'll need 16 units to go between 1955 and 2015.

Stars

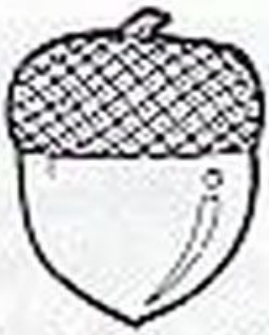
Picking up the stars will give you firepower which can be a big help when the going gets tough. But be careful, because you'll lose this power if you lose a life.

Keys



You've got to get into the Object Rooms in order find all of the objects and return them to their proper time, but you need keys in order to get in. Once you've opened an Object Room, it'll stay unlocked until you complete it.

Seed Pods



There are some rooms or areas that you can't reach using any of the platforms. If you've found a Seed Pod though, you can take the time machine back to 1955 and immediately jump out before the time machine can move. Select the Object panel using the Select button and use the crosskey to choose the Seed Pod and press A. When you travel back to the future, the seed will have grown into a plant large enough for you to climb up to the area you want to get to.

The Compass

If you want to complete this game, you really need to make yourself a map as you go along, but sometimes you lose track of where you are. But if you've got the compass, you'll be able find yourself pretty easily. Simply call up the Object panel using the Select button and highlight the compass. Press A and your current street number and position on that street are displayed. If you mark locations on your map as you go along, it will be much easier to find your way around in all three time periods.

The End of the Game...

...or is it??? So, you've finally collect all of the misplaced objects and put them back where they belong, and you think that you can relax, right? Unh unh. Not a chance. Yes, there's still one more adventure to go through before the world and the space time continuum are safe again. Hope you make it...for all of our sakes!!!

Compliance with F.C.C. Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Re-orient the receiving antenna

Relocate the NES with respect to the receiver

Move the NES away from the receiver

Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio/TV Interference Problems

This booklet is available from:

U.S. Government Printing Office
Washington, DC 20402.
Stock No. 004-000-00345-4.

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